PUZZY™

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EmuMovies

PUZZY™

SPACE TUNNEL™

INSTRUCTIONS

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SPACE TUNNEL™ BASICS

In your space exploration, you hope to land on a new planet as soon as possible. Yet, you enter a space tunnel accidentally, where you are attacked by strange UFO. Always being threatened, always in danger, you would never know when or where the UFO would come out with its special sound-wave, aim at you with its missles which would bounce back from side walls if lose the aim on the first time. It's a colorful world you entered and a terrible world too. Defend yourself and fire, try your best.

1. Follow manufacturer's instruction to hook up your video game system.
2. Turn power off, plug in your cartridge.
3. Turn power on, and picture would appear on the screen.
4. Connect your controller with the console. Hold the controller with the red-button at upper left while playing.
5. Difficult switch in "SPACE TUNNEL" would effect the size of your space-craft. Choose the size suitable for you by pushing the switch to the position a. or b..
6. Select the game by pressing game select switch. There are four variations of the game, all for one player. As you progress through each game, the speed of UFOs and firing would turn faster.

   Game 1. Easy
   Game 2. Hard
   Game 3. Difficult
   Game 4. Most difficult

7. **To begin play:**
   Press the "Reset" switch, there would be six spacecrafts display on the upper part of the screen. After the prelude, one of your craft would appear on the tunnel automatically. UFOs in different shapes come out up and down with different electronic sound and fires energetic missiles which would bounce back from the wall automatically.
8. **Piloting:**
   Piloting your spacecraft by moving the Joystick [illegible] directions: left-right and up-down.
9. **Aiming and Firing:**
   Fire your energy-bombs by pressing red-button. The direction of your bomb is the same as that of your spacecraft. If your craft is hit by the missiles or strikes to the UFOs or side walls, you would lose the spacecraft and the action stops. You can press the Joystick to move your craft to a safty position, then, press red-button, and your craft would be active again.
10. **Scoring:**
    UFO appear singly or plurally in four different shapes accompanying with different color of side walls. The points your craft hit the UFOs are scored as follows:

UFO	Score	Wall Color
Single one	30 points	Yellow
Big one	40 points	Light blue
Two UFOS	50 points	Light purple
Three UFOS	80 points	Red

Every 500 points you succeed in scoring, you will be congratulated with a lovely melody, and the screen will get into a new color in the sequence of blue, grey, purple and black each change.

For every 1,000 points of scoring, you will be awarded one spacecraft, unless the screen has indicated 7 crafts. Get as close as possible to the 99,990 maximum points.